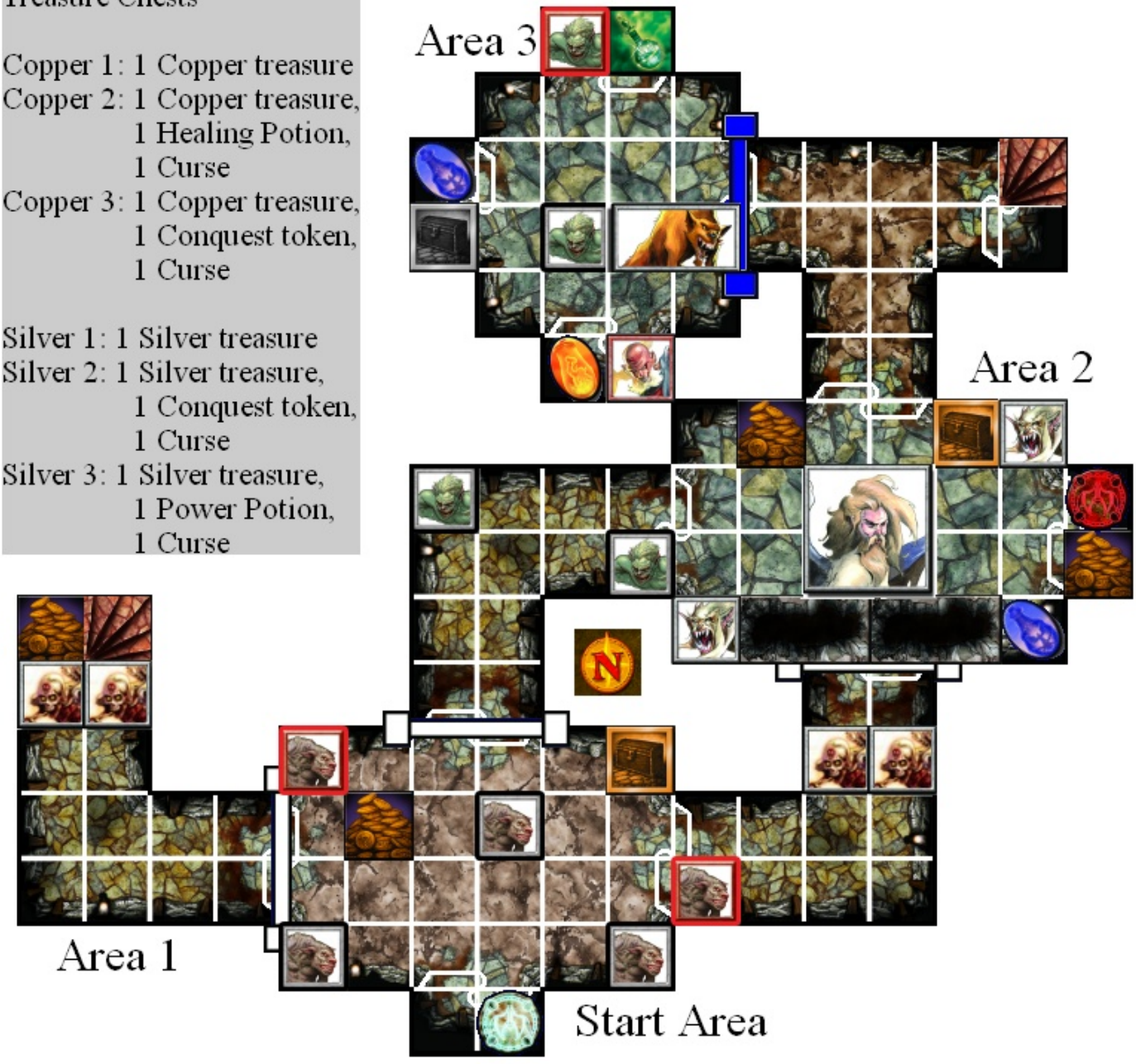
Treasure Chests

Copper 1: 1 Copper treasure
Copper 2: 1 Copper treasure,
1 Healing Potion,
1 Curse
Copper 3: 1 Copper treasure,
1 Conquest token,
1 Curse

Silver 1: 1 Silver treasure
Silver 2: 1 Silver treasure,
1 Conquest token,
1 Curse
Silver 3: 1 Silver treasure,
1 Power Potion,
1 Curse



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New Blood

By Brian M

Scenario Background

A shroud of fear hangs over the town. The evil sorceror Varjin has been offering people immortality - and turning them into bloodthirst ferox instead! You must enter his workshop and defeat him before his sinister cult can spread.

Mission Goals

You must destroy the Sorcerer Varjin.

Start Area

Kobolds scurry about in the entryhall, carrying out tasks for their master.

The heroes start on or adjacent to the Glyph of transport

Area 1

The staircase at the end of the hall hurts your eyes to look at, as though it twists space around it. You aren't sure it really leads down.

Area 2

A huge manticore stands guard over this room, a key inlaid with turquoise hung on a cord on its neck.

When the heroes defeat the Manticore, give them the Blue key.

Area 3

In a workshop filled with bubbling potions, Varjin smiles evilly at his latest recruit.

The Master Sorceror Varjin has an extra 5 wounds per hero. Every time he makes an Undying roll, his maximum wounds is reduced by 10. When a makes an Undying roll, read the following:

Arcane power crackles around Varjin and restores him, but his body seems to be barely holding itself together - the strain is clearly weakening him.

Important: Varjin may attempt to flee the board. If you successfully move him to the Glyph of Transport in the Start Area, he escapes to start his cult elsewhere, and the heroes lose the game. If Varjin leaves Area 3, read the following:

The evil sorceror dashes for the exit. If he can reach the first glyph of transport, he will be able to escape and spread his evil!

In the Heroes defeat Varjin, they receive 2 Conquest tokens and have thwarted his evil cult.

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